



# ScreenToVideo

## User Manual

Date: 2/11/2020

# ScreenToVideo

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Home > Overview

## Overview



Welcome to the ScreenToVideo online help system. Browse through the help pages by clicking on the icons below or selecting pages in the table of contents to the left. To quickly find specific product information, enter search criteria in the search box above and click the search button.



Getting Started



Creating a new  
project



Recording media



Editing a project



Configuring object  
properties



Exporting your  
project

If you're unable to find what you're looking for in this help system, please contact our support team:  
[support@screentovideo.com](mailto:support@screentovideo.com)

Home > Getting Started

## Getting Started

Creating a video presentation is typically a three-step process:

- [Recording your media](#)
- [Editing the recording](#)
- [Exporting the project as a video file](#)

This guide is designed to introduce you to using ScreenToVideo, all of its features, functions, and tools. The guidelines in this help file will take you through the features of the application and lead you through the process of creating a video presentation.

See also

[Overview](#)

[Creating a new project](#)

[Recording media](#)

[Editing a project](#)

[Configuring object properties](#)

[Exporting your project](#)

[Home](#) > [Getting Started](#) > [System Requirements](#)

## System Requirements

- **Operating System:** Microsoft Windows 10 / 8 / 7 (Required: **64 Bit versions only**)
- **Processor (CPU):** Intel Core™ i-series or AMD Phenom® II and above
- **Screen Resolution:** 1024 x 768, 32-bit color or above
- **Hard Disk Space:** 20MB for product installation
- **Memory:** Minimum 2 GB RAM

See also

[Installing](#)

[User interface](#)

[Trial mode](#)

[Activating your license](#)

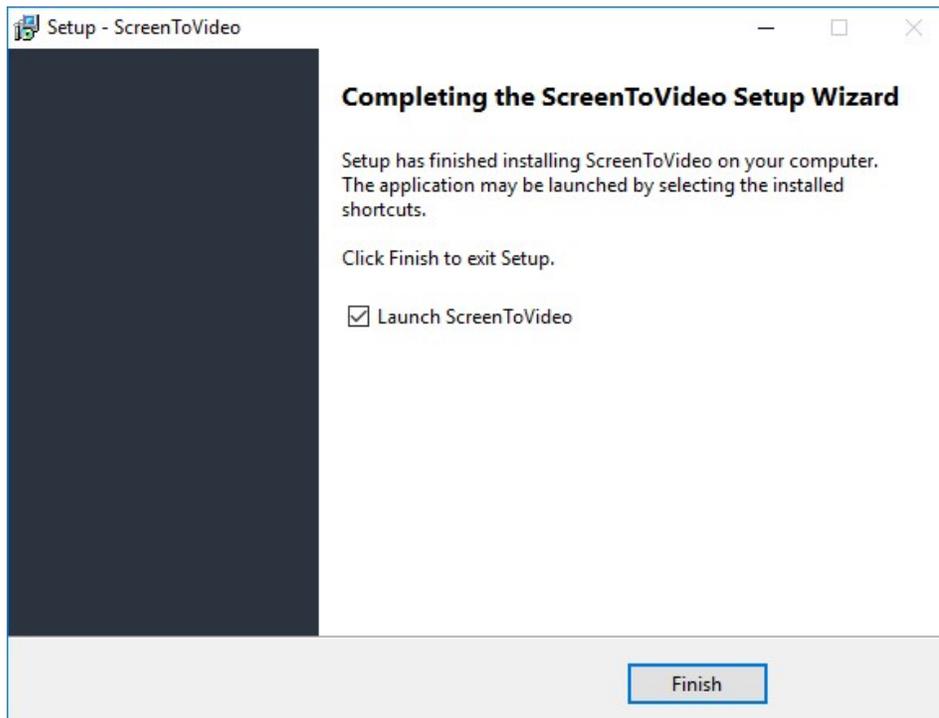
## Installing

Please follow the steps below to install ScreenToVideo:

- 1 | [Download a fully-functional version of ScreenToVideo free for a 15-day trial period.](#)
- 2 | After downloading the file, run '**svsetup.exe**' file.



- 3 | The **Welcome** window will appear. Click the **Next** button to continue.
- 4 | License Agreement:  
If you accept the terms click 'I accept the agreement' and the **Next** button.
- 5 | Choose the installation location:  
Enter the location where you want to install ScreenToVideo and click the **Next** button.
- 6 | Click the **Install** button to continue with the installation.
- 7 | Check **Launch ScreenToVideo** to run ScreenToVideo after installation. Click the **Finish** button to complete

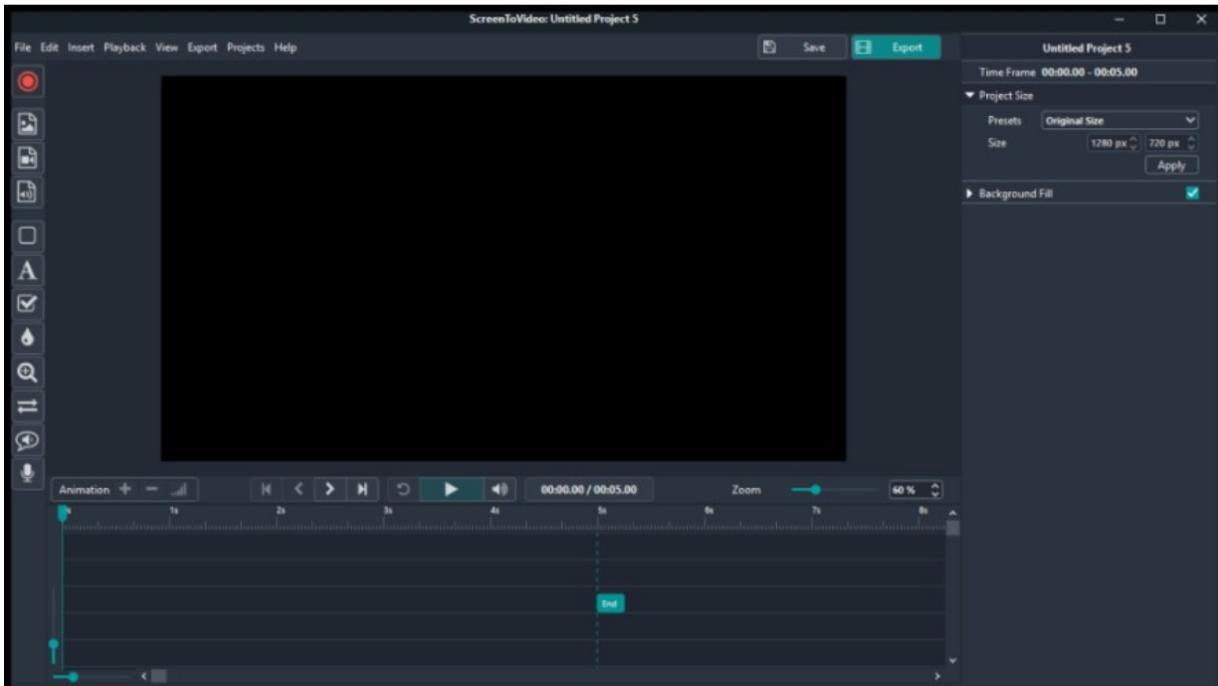


See also  
[System Requirements](#)  
[User interface](#)

Trial mode  
Activating your license

Home > Getting Started > User interface

## User interface



See also  
[System Requirements](#)  
[Installing](#)  
[Trial mode](#)  
[Activating your license](#)

[Home](#) > [Getting Started](#) > [Trial mode](#)

## Trial mode

Until you unlock ScreenToVideo by purchasing a license and activating it, ScreenToVideo operates in trial mode. In trial mode, all of ScreenToVideo's features are available, but your videos are watermarked when you export them.

See also

[System Requirements](#)

[Installing](#)

[User interface](#)

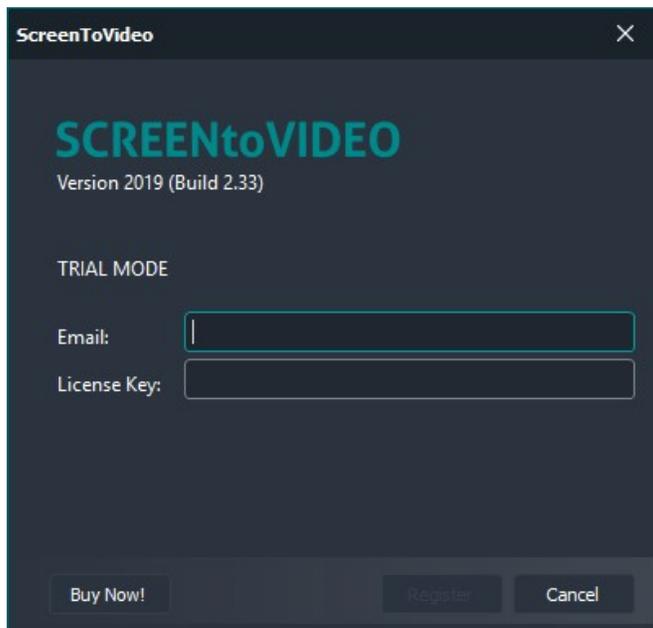
[Activating your license](#)

Home > Getting Started > Activating your license

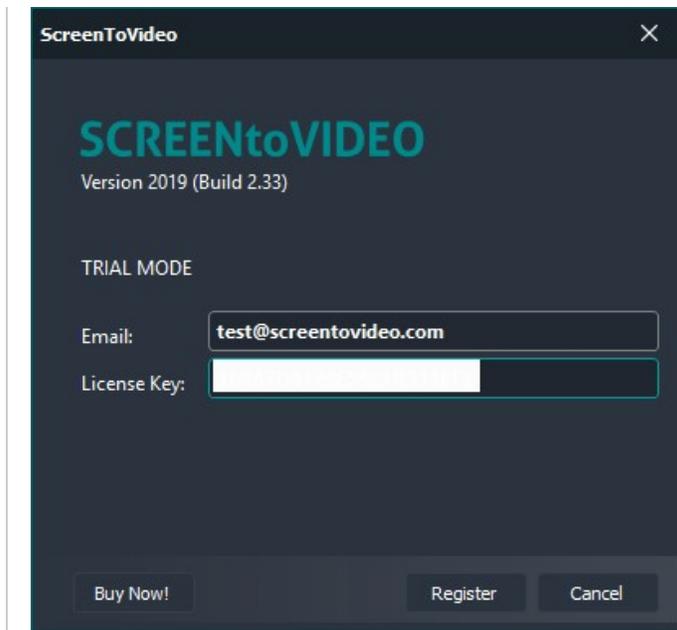
## Activating your license

Please follow the steps below to register ScreenToVideo:

- 1 | Start ScreenToVideo.
- 2 | Select **Help > Enter License Key**.
- 3 | Click **Buy Now!**.  
This redirects you to the ScreenToVideo online store where you can purchase your license.  
As soon as your order is processed, you will receive an e-mail containing the registration key.



- 4 | Enter the email/license key and click **Register**.  
If the Register button is dimmed, it means that the license is invalid. Double-check your license from the e-



See also  
[System Requirements](#)  
[Installing](#)  
[User interface](#)  
[Trial mode](#)

Home > Creating a new project

## Creating a new project

Start creating a new project by selecting [File > New Blank](#) from the main menu. You should then see the **Create New Project** window, which lets you choose the size of the project you want to create.

Select [File > New Screen Recording](#) from the main menu to create a project from screen recording.

See also

[Overview](#)

[Getting Started](#)

[Recording media](#)

[Editing a project](#)

[Configuring object properties](#)

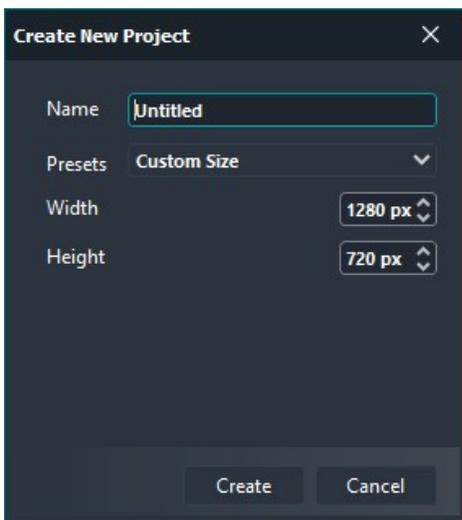
[Exporting your project](#)

Home > Creating a new project > Blank project

## Blank project

Create a blank project.

- 1 | From the File menu select '**New Blank**' or press Ctrl+N
- 2 | Select your preferred size for the project from preset sizes or manually enter required 'Width' and 'Height'
- 3 | Finally, click '**Create**' button at the bottom



See also

[Screen recording project](#)

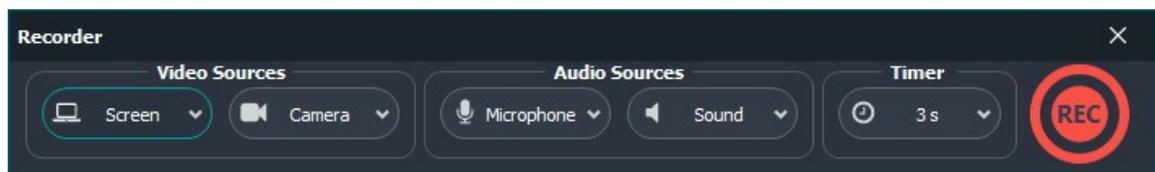
[Webcam recording project](#)

Home > Creating a new project > Screen recording project

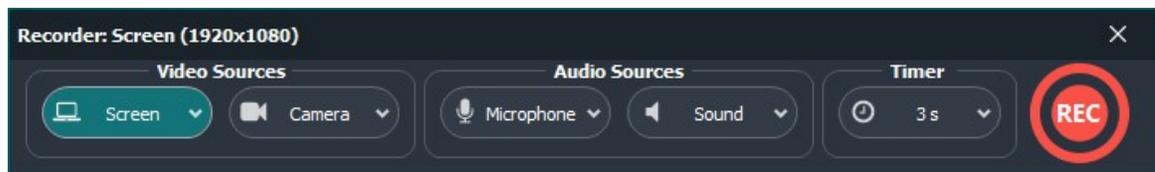
## Screen recording project

Create a screen recording project.

- 1 From the File menu select '**New Screen Recording**' or press Ctrl+R



- 2 Click the **Screen** button.



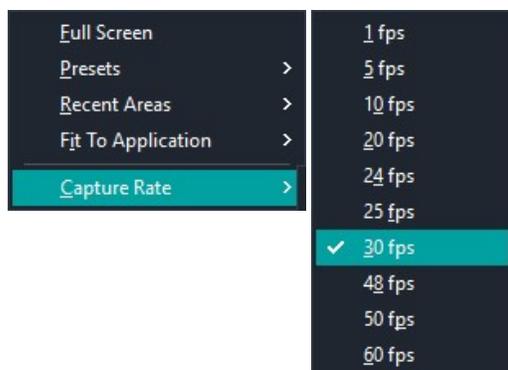
- 3 Click the dropdown to choose the screen area to record

- Full Screen
- Presets
- Recent Areas
- Fit To Application

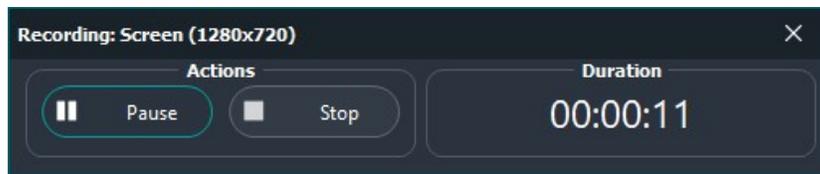


For more details, please follow this [link](#).

- 4 Click the dropdown to set how many frames per second are to be captured.  
Note that although a higher frame rate will result in larger file size, this will also make the playback motion smoother.



- 5 Click the **Record** button or press Ctrl+F1



- 6 | Click the **Stop** button or press Ctrl+F1

The screen recording is added to the project.



Click the **Timer** button to display the countdown window.

By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

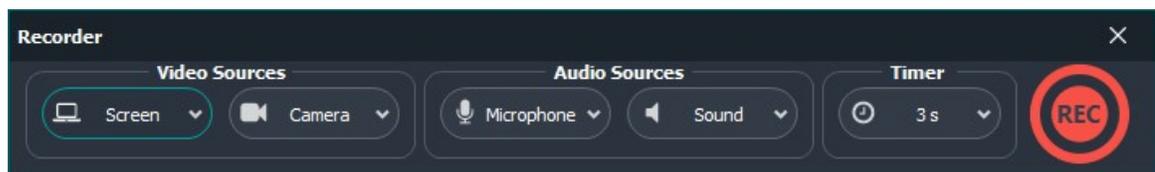
[Blank project](#)

[Webcam recording project](#)

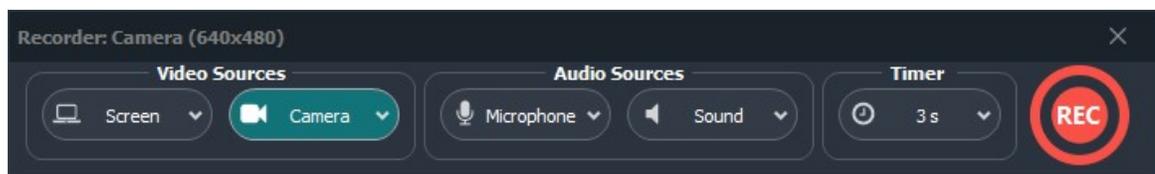
## Webcam recording project

Create a webcam recording project.

- 1 From the File menu select '**New Screen Recording**' or press Ctrl+R



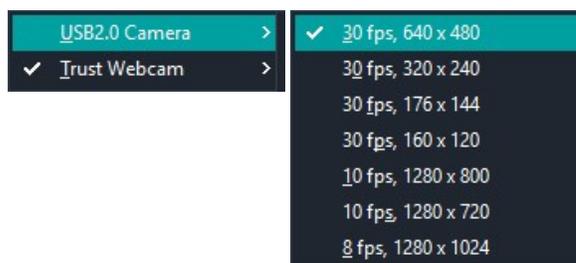
- 2 Click the **Camera** button



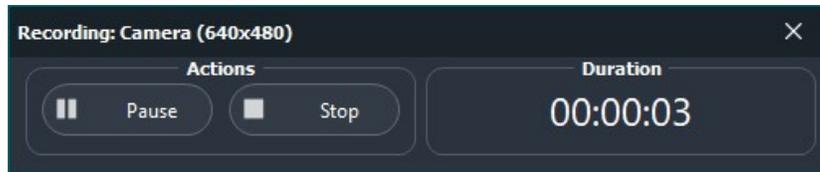
- 3 The **Webcam Preview** window will appear



- 4 Click the dropdown to choose the camera device and the capture rate



- 5 Click the **Record** button or press Ctrl+F1



- 6 Click the **Stop** button or press Ctrl+F1

The recording is added to the project.

-  Click the **Timer** button to display the countdown window.  
By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

[Blank project](#)

[Screen recording project](#)

Home > Recording media

## Recording media

ScreenToVideo allows you to record:

- [Screen](#)
- [Webcam](#)
- [Microphone](#)
- [System sound](#)

See also

[Overview](#)

[Getting Started](#)

[Creating a new project](#)

[Editing a project](#)

[Configuring object properties](#)

[Exporting your project](#)

Home > Recording media > Screen

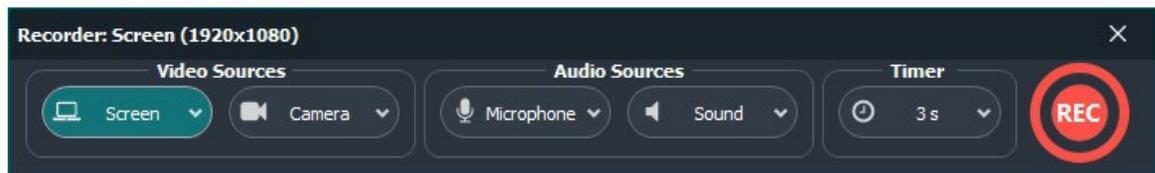
## Screen

Record the computer screen:

- 1 Click the **Screen Recording** button from the toolbar

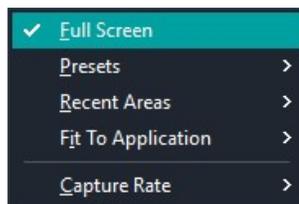


- 2 Click the **Screen** button.

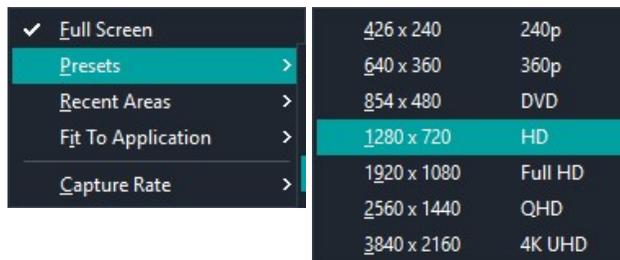


- 3 Click the dropdown to choose the screen area to record

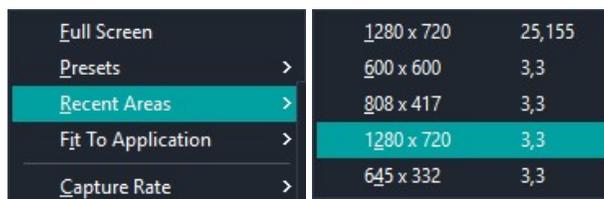
- o **Full Screen**



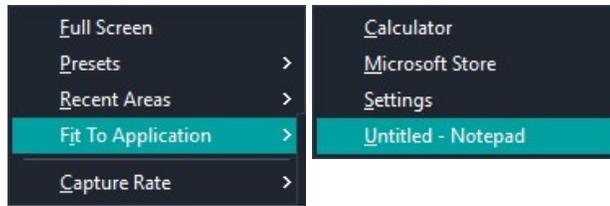
- o **Presets**



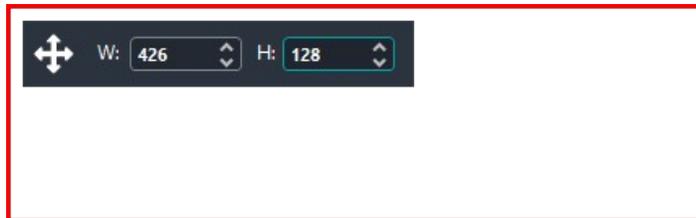
- o **Recent Areas**



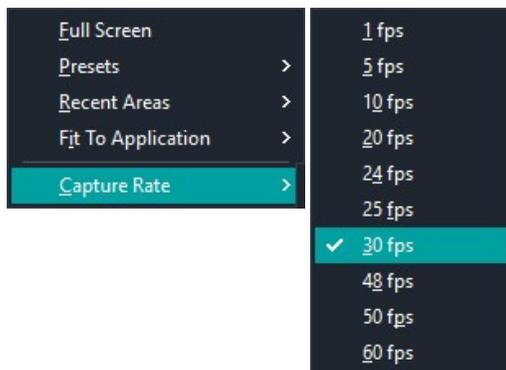
- o **Fit To Application**



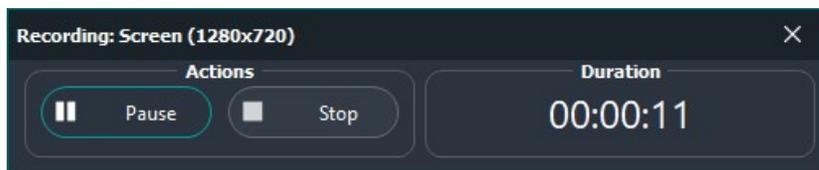
**i** You can modify the size of the screen capture by clicking on the edges of the frame and manually to give your required screen capture size or enter 'Width' and 'Height'.



4 Click the dropdown to set how many frames per second are to be captured. Note that although a higher frame rate will result in larger file size, this will also make the playback motion smoother.



5 Click the **Record** button or press Ctrl+F1



6 Click the **Stop** button or press Ctrl+F1

The screen recording is added to the project at the playhead position.

**i** Click the **Timer** button to display the countdown window. By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

[Webcam](#)

[Voice over narration](#)

[System sound](#)

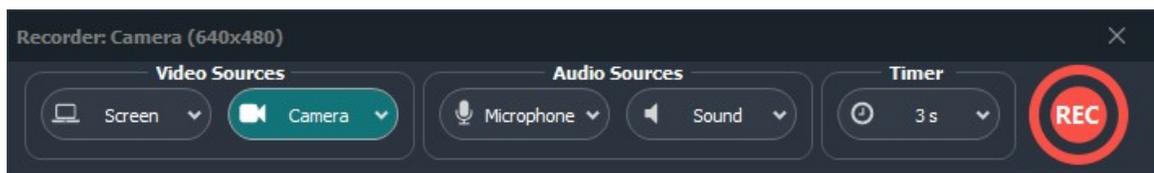
## Webcam

Record your webcam:

- 1 Click the **Screen Recording** button from the toolbar



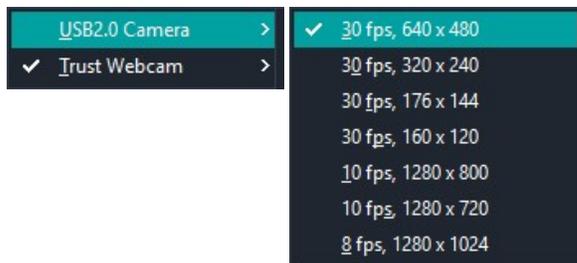
- 2 Click the **Camera** button



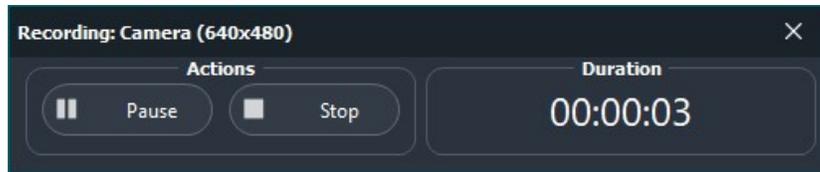
- 3 The **Webcam Preview** window will appear



- 4 Click the dropdown to choose the camera device and the capture rate



- 5 Click the **Record** button or press Ctrl+F1



- 6 Click the **Stop** button or press Ctrl+F1

The recording is added to the project at the playhead position.

-  Click the **Timer** button to display the countdown window. By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

[Screen](#)

[Voice over narration](#)

[System sound](#)

Home > Recording media > Voice over narration

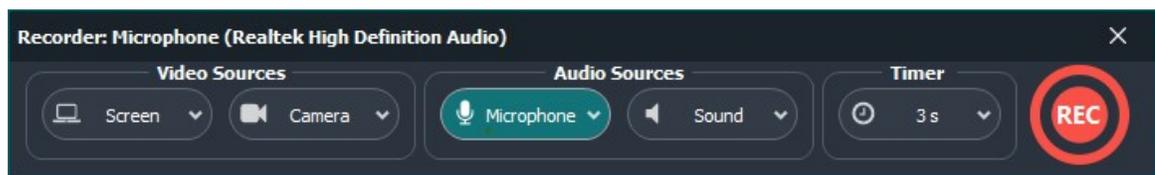
## Voice over narration

Record audio from any microphone connected to your computer:

- 1 Click the **Screen Recording** button from the toolbar



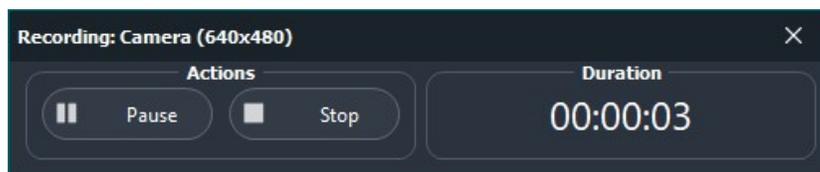
- 2 Click the **Microphone** button



- 3 Click the dropdown to select the microphone device



- 4 Click the **Record** button or press Ctrl+F1



- 5 Click the **Stop** button or press Ctrl+F1

The recording is added to the project at the playhead position.

-  Click the **Timer** button to display the countdown window. By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

[Screen](#)

[Webcam](#)

[System sound](#)

Home > Recording media > System sound

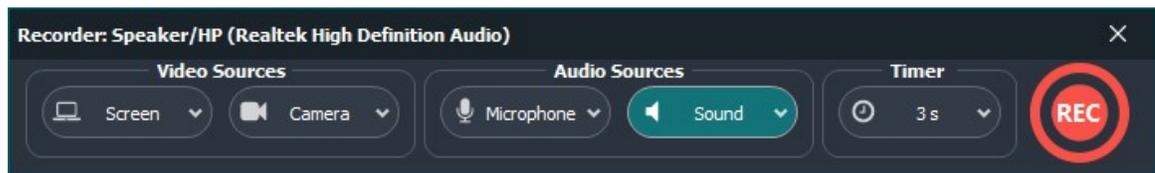
## System sound

Record all sounds played through your computer:

- 1 Click the **Screen Recording** button from the toolbar



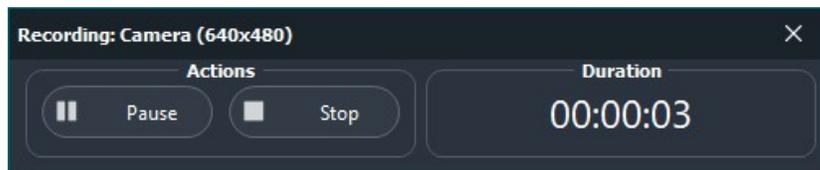
- 2 Click the **Sound** button



- 3 Click the dropdown to select the microphone device



- 4 Click the **Record** button or press Ctrl+F1



- 5 Click the **Stop** button or press Ctrl+F1

The recording is added to the project at the playhead position.

-  Click the **Timer** button to display the countdown window. By default, the countdown is set to 3 seconds. To change the countdown option, click the dropdown.

See also

[Screen](#)

[Webcam](#)

[Voice over narration](#)

[Home](#) > [Editing a project](#)

## Editing a project

### See also

[Overview](#)

[Getting Started](#)

[Creating a new project](#)

[Recording media](#)

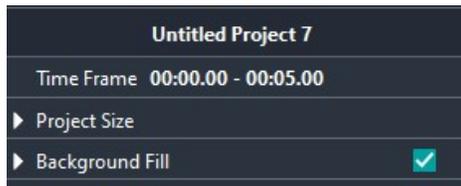
[Configuring object properties](#)

[Exporting your project](#)

Home > Editing a project > Configuring project properties

## Configuring project properties

Project properties can be edited by clicking on an empty space in the Timeline or on the Canvas. In the Object Inspector, you can rename the project, edit its size and background.



### 1 Name

The default name for a project is 'Untitled X' ('Untitled 1', 'Untitled 2', and so onward), and this is visible in the name property of the project. You can change the name by deleting the default name and typing in another one.

### 2 Project size

Select this option in order to specify the new dimensions of your project.

[Learn more...](#)



Click the **Reset** button to reset all values.

Click the drop-down box and choose a preset size or select the **Custom Size** menu item to enter custom dimensions. Click on the **Original Size** menu item to restore the project to its original size.

Enter Width and Height to specify the size in pixels of your project.

Click the **Apply** button to set the new dimensions.

### 3 Background Fill

Set the background color of the project.

[Learn more...](#)



Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.  
For solid color, click the thumb and select a color from the menu. Right click on the thumb to set the opacity (0 to 100%).  
For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

Opacity Use the slider to set the opacity value or enter it manually (0 to 100%).

See also

[Editing a project on the Canvas](#)

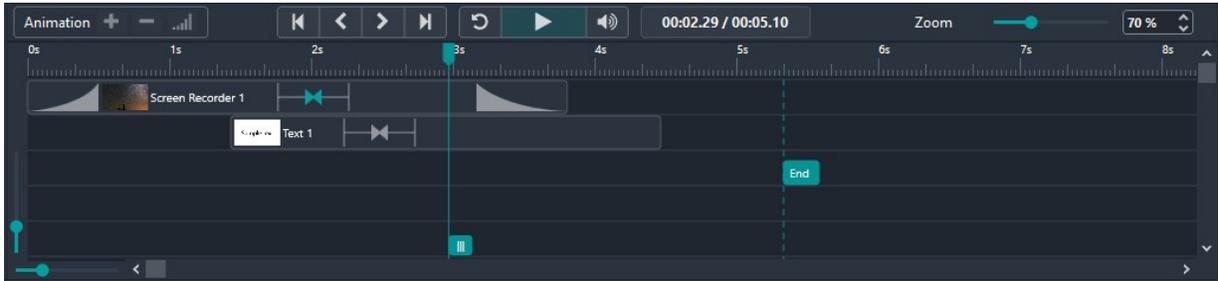
[Editing a project on the Timeline](#)

Home > Editing a project > Editing a project on the Canvas

## Editing a project on the Canvas

Home > Editing a project > Editing a project on the Timeline

## Editing a project on the Timeline



See also

- [Configuring project properties](#)
- [Editing a project on the Canvas](#)

Home > Configuring object properties

## Configuring object properties

The following tools are available and can be found in the toolbar. Click on an item below to view full details:

- [Screen recording](#)
- [Image](#)
- [Video](#)
- [Audio](#)
- [Shape](#)
- [Text](#)
- [Sketch animation](#)
- [Video effect](#)
- [Zoom area](#)
- [Video transition](#)
- [Text-to-speech](#)
- [Voice over narration](#)

See also

[Overview](#)

[Getting Started](#)

[Creating a new project](#)

[Recording media](#)

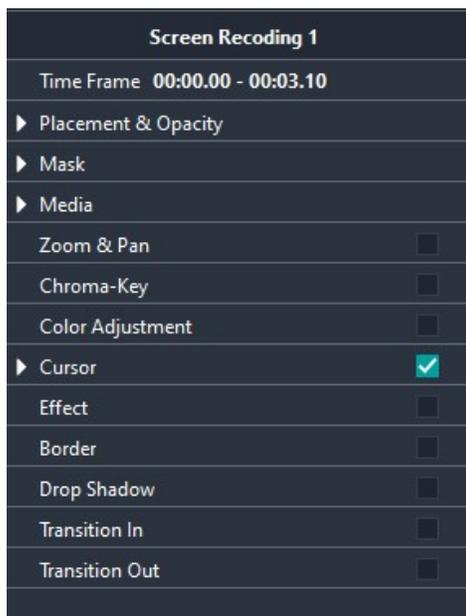
[Editing a project](#)

[Exporting your project](#)

Home > Configuring object properties > Screen recording

## Screen recording

Screen recording properties can be edited by clicking on the screen recording in the Timeline or on the Canvas. In the Object Inspector, you can rename the object, edit its size, effect, border and so on.



- 1 Name**

The default name for a screen recording is 'Screen Recording X' ('Screen Recording 1', 'Screen Recording 2', and so onward), and this is visible in the name property of the object. You can change an object's name by deleting the default name and typing in another one.
- 2 Placement & Opacity**

Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[+ Learn more...](#)



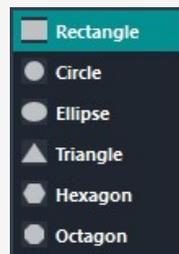
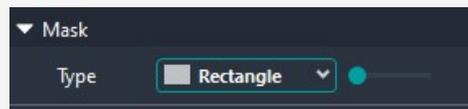
Click the **Reset** button to reset all values.

- Position** Enter X and Y coordinates to specify the location in pixels of your object on the Canvas, based on the center of the object.
- Size** Enter Width and Height to specify the size in pixels of your object.
- Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.
- Scale** Use the scale option to scale (10% to 200%) the object.
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

### 3 Mask

The mask property allows you to change the shape of the screen recording: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

[Learn more...](#)

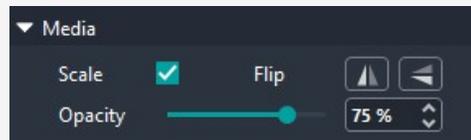


Adjust (Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

### 4 Media

Set the scale, opacity of the screen recording.

[Learn more...](#)



**Scale** Click to scale the screen recording.

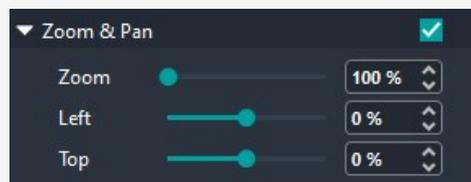
**Flip** This property allows you to flip the screen recording vertically or horizontally.

**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the screen recording is invisible.

## 5 Zoom & Pan

This feature allows you to focus your audience's attention on key aspects of your screen recording.

[+ Learn more...](#)



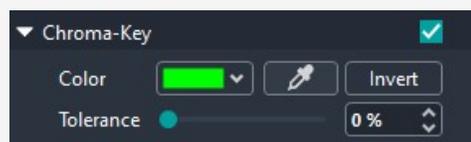
**Zoom** Drag the slider to select the zoom percentage or enter it manually (100 to 500%).

**Left/Top** Use the sliders to drag the screen recording to the desired location.

## 6 Chroma-Key

The Chroma-Key creates transparency using a color.

[+ Learn more...](#)



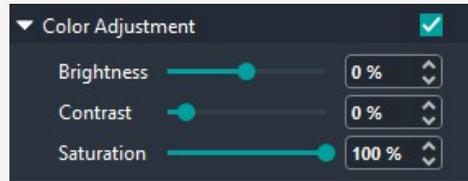
**Color** Click to specify the color to be converted to transparency. Use the color picker to select a color on the screen. Set Invert to hide everything except the color.

**Tolerance** Use the slider to specify how far from the chroma key color is considered transparency.

## 7 Color Adjustment

This feature allows adjustment of brightness, contrast, and saturation.

⊕ Learn more...



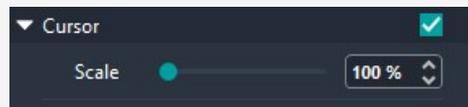
- Brightness** Drag the slider to set the brightness or enter it manually (-100 to 100%).
- Contrast** Use the slider to set the contrast or enter it manually (-25 to 200%).
- Saturation** Use the slider to set the value or enter it manually (0 to 100%).

8

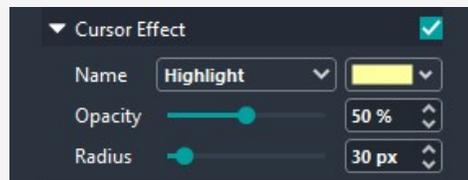
## Cursor

Cursor.

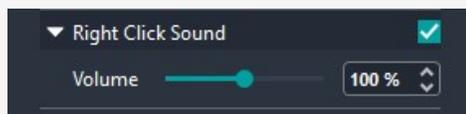
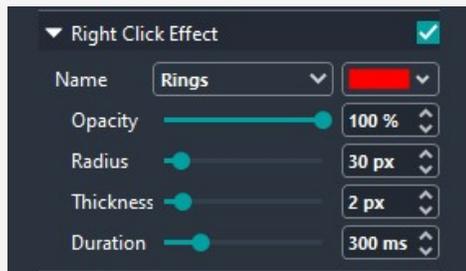
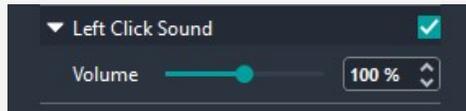
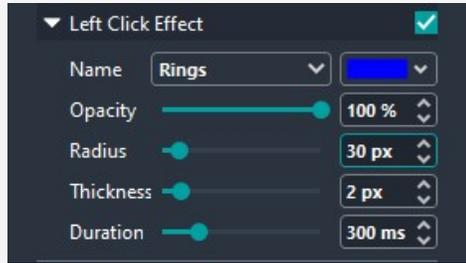
⊕ Learn more...



- Scale** Drag the slider to set the scale or enter it manually (100 to 500%).



- Name** Select Highlight | Magnify | Fisheye Lens from the popup menu to create a visual effect to the cursor.
- Color** Click the color field to select the highlight color from the popup menu.
- Opacity** Use the slider to set the value or enter it manually (0 to 100%).
- Radius** Use the slider to set the radius or enter it manually (0 to 300 pixels).



**Name** Select Rings | Ripple from the popup menu to create a visual effect when you left-click the mouse.

**Opacity** Use the slider to set the opacity or enter it manually (0 to 100%).

**Radius** Use the slider to set the value or enter it manually (0 to 300 pixels).

**Thickness** Use the slider to set the value or enter it manually (1 to 10 pixels).

**Duration** Use the slider to set the value or enter it manually (100 to 1000 ms).

**Volume** Use the slider to set the **volume** value or enter it manually (0 to 200%).

**Name** Select Rings | Ripple from the popup menu to create a visual effect when you right click the mouse.

**Opacity** Use the slider to set the opacity or enter it manually (0 to 100%).

**Radius** Use the slider to set the value or enter it manually (0 to 300 pixels).

**Thickness** Use the slider to set the value or enter it manually (1 to 10 pixels).

**Duration** Use the slider to set the value or enter it manually (100 to 1000 ms).

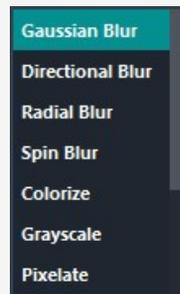
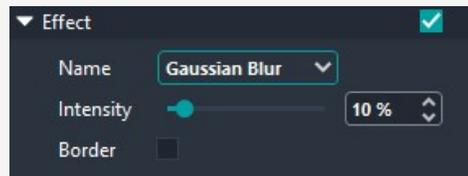
**Volume** Use the slider to set the **volume** value or enter it manually (0 to 200%).

9 **Effect**

Add an effect to a screen recording: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize,

Grayscale, Pixelate, Dissolve, Genie, Magnify, Swirl, Fisheye Lens.

[+ Learn more...](#)



Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Border** box to clamp the output to the size of the screen recording.

10

### Border

Add a border.

[+ Learn more...](#)

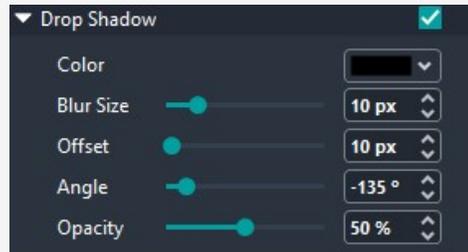
	<p><b>Brush</b></p> <p>Click to choose Solid Color   Linear Gradient   Radial Gradient from the popup menu.      For solid color, click the thumb and select a color from the menu. Right click on the thumb to set the opacity (0 to 100%).      For the gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.</p>
<p><b>Style</b></p> <p>Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot.      Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.</p>	<p><b>Thickness</b> The border width (in pixels: 1 to 20).</p> <p><b>Offset</b> In pixels: -50 to 50.</p>
<p><b>Blur Size</b> The amount of blur to be applied to the border (in pixels: 0 to 20).</p>	<p><b>Opacity</b> Use the slider to set the opacity value or enter it manually (0 to 100%).      When set to zero, the border is invisible.</p>

11

**Drop Shadow**

Create a shadow effect.

[+ Learn more...](#)



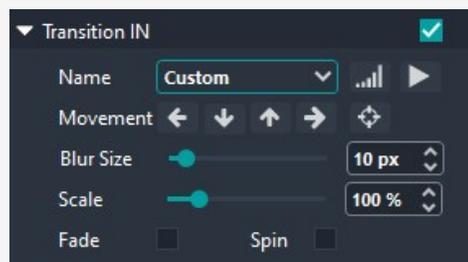
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50) .
- Offset** The distance between the screen recording and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the screen recording (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 12 Transition In

Transitions are applied to a screen recording to create a smooth progression into.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

[+ Learn more...](#)



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

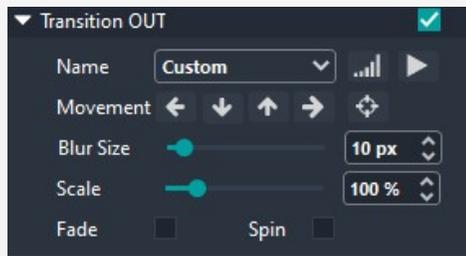
Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

## 13 Transition Out

Used to determine how a screen recording exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

[+ Learn more...](#)



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

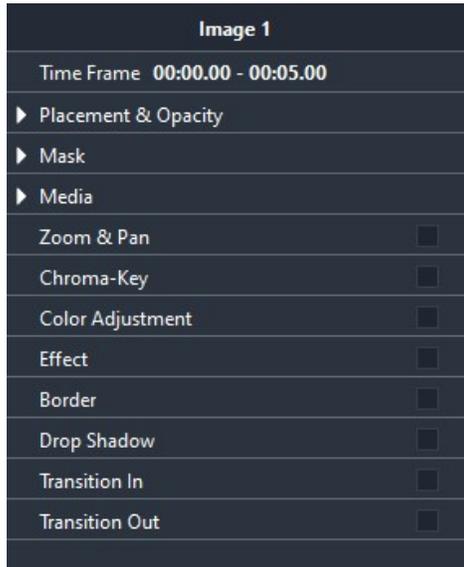
[Text-to-speech](#)

[Voice over narration](#)

Home > Configuring object properties > Image

## Image

Image properties can be edited by clicking on the image in the Timeline or on the Canvas. In the Object Inspector, you can rename the image, edit its size, effect, border and so on.

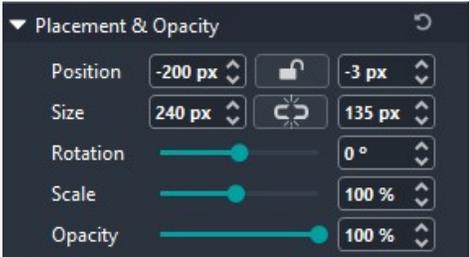


- 1 Name**

The default name for an image is 'Image X' ('Image 1', 'Image 2', and so onward), and this is visible in the name property of the object. You can change an image's name by deleting the default name and typing in another one.
- 2 Placement & Opacity**

Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[+ Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the Canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

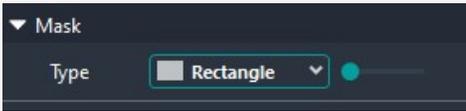
**Scale** Use the scale option to scale (10% to 200%) the object.

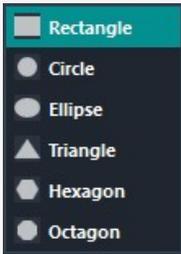
**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

3 **Mask**

The mask property allows you to change the shape of the image: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

[+ Learn more...](#)



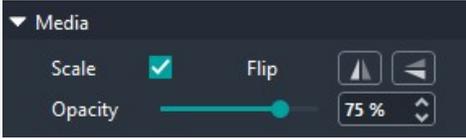


Adjust ( Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

4 **Media**

Set the scale, opacity of the image.

[+ Learn more...](#)



The screenshot shows a 'Media' panel with three settings: 'Scale' with a checked checkbox, 'Flip' with two arrow buttons (vertical and horizontal), and 'Opacity' with a slider set to 75% and a manual input field.

Scale	Click to scale the image.
Flip	This property allows you to flip the image vertically or horizontally.
Opacity	Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the image is invisible.

5 **Zoom & Pan**

This feature allows you to focus your audience's attention on key aspects of your image.

[+ Learn more...](#)



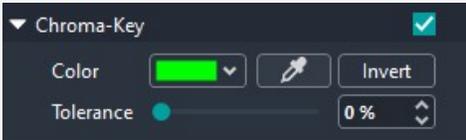
The screenshot shows a 'Zoom & Pan' panel with three settings: 'Zoom' with a slider and a manual input field set to 100%, 'Left' with a slider and a manual input field set to 0%, and 'Top' with a slider and a manual input field set to 0%.

Zoom	Drag the slider to select the zoom percentage or enter it manually (100 to 500%).
Left/Top	Use the sliders to drag the image to the desired location.

6 **Chroma-Key**

The Chroma-Key creates transparency using a color.

[+ Learn more...](#)



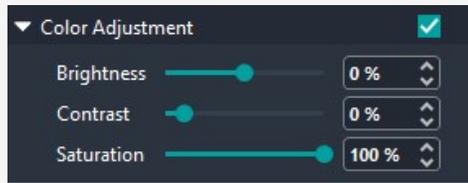
The screenshot shows a 'Chroma-Key' panel with two settings: 'Color' with a color picker (set to green), an 'Invert' button, and 'Tolerance' with a slider and a manual input field set to 0%.

Color	Click to specify the color to be converted to transparency. Use the color picker to select a color on the screen Set Invert to hide everything except the color.
Tolerance	Use the slider to specify how far from the chroma key color is considered transparency.

7 **Color Adjustment**

This feature allows adjustment of brightness, contrast, and saturation.

⊕ Learn more...

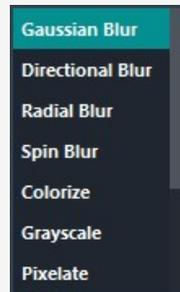
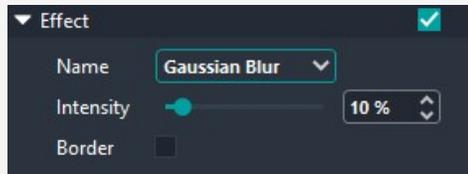


- Brightness** Drag the slider to set the brightness or enter it manually (-100 to 100%).
- Contrast** Use the slider to set the contrast or enter it manually (-25 to 200%).
- Saturation** Use the slider to set the value or enter it manually (0 to 100%).

8 **Effect**

Add an effect to an image: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, Pixelate, Dissolve, Genie, Magnify, Swirl, Fisheye Lens.

⊕ Learn more...

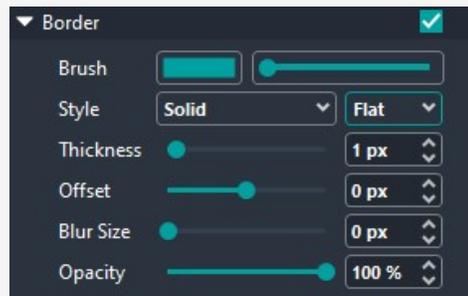


Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Border** box to clamp the output to the size of the image.

9 **Border**

Add a border.

⊕ Learn more...



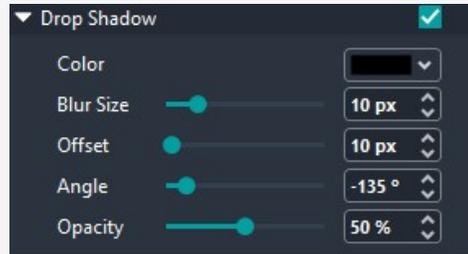
Brush	Click to choose Solid Color   Linear Gradient   Radial Gradient from the popup menu. For solid color, click the thumb and select a color from the menu. Right click on the thumb to set the opacity (0 to 100%). For the gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.
Style	Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot. Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.
Thickness	The border width (in pixels: 1 to 20).
Offset	In pixels: -50 to 50.
Blur Size	The amount of blur to be applied to the border (in pixels: 0 to 20).
Opacity	Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the border is invisible.

10

**Drop Shadow**

Create a shadow effect.

[+ Learn more...](#)



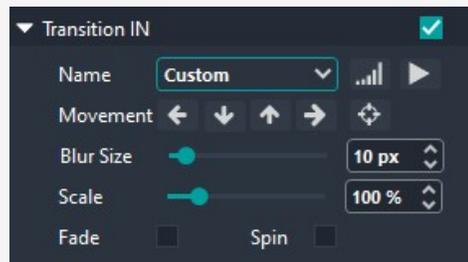
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50) .
- Offset** The distance between the image and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the image (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 11 Transition In

Transitions are applied to an image to create a smooth progression into.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

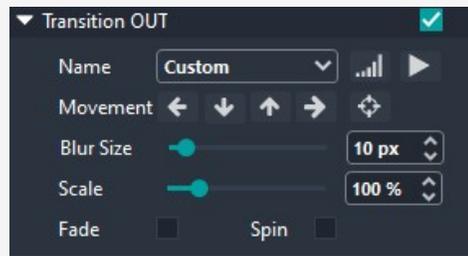
Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

## 12 Transition Out

Used to determine how an image exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

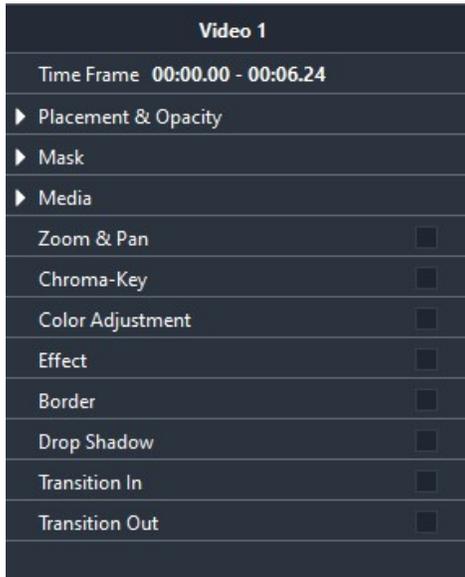
[Text-to-speech](#)

[Voice over narration](#)

Home > Configuring object properties > Video

## Video

Video properties can be edited by clicking on the video in the Timeline or on the Canvas. In the Object Inspector you can rename the video, edit its size, effect, border and so on.



- 1 Name**  
The default name for a video is 'Video X' ('Video 1', 'Video 2', and so onward), and this is visible in the name property of the object. You can change a video's name by deleting the default name and typing in another one.
- 2 Placement & Opacity**  
Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[+ Learn more...](#)



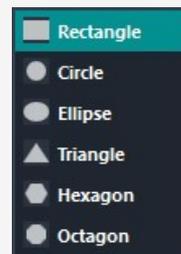
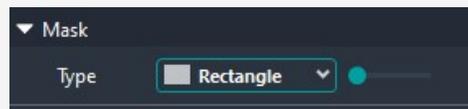
Click the **Reset** button to reset all values.

- Position** Enter X and Y coordinates to specify the location in pixels of your object on the Canvas, based on the center of the object.
- Size** Enter Width and Height to specify the size in pixels of your object.
- Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.
- Scale** Use the scale option to scale (10% to 200%) the object.
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

### 3 Mask

The mask property allows you to change the shape of the video: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

[Learn more...](#)

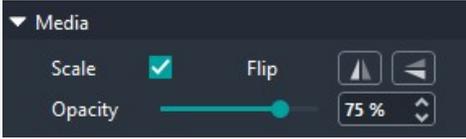


Adjust (Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

### 4 Media

Set the scale, opacity of the video.

[Learn more...](#)



The screenshot shows the 'Media' properties panel. It includes a 'Scale' checkbox which is checked, a 'Flip' section with two directional arrows, and an 'Opacity' slider set to 75% with a manual input field.

Scale	Click to scale the video.
Flip	This property allows you to flip the video vertically or horizontally.
Opacity	Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the video is invisible.

5 **Zoom & Pan**

This feature allows you to focus your audience's attention on key aspects of your video.

[+ Learn more...](#)



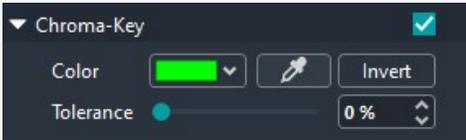
The screenshot shows the 'Zoom & Pan' properties panel. It includes a 'Zoom' slider set to 100% with a manual input field, and 'Left' and 'Top' sliders both set to 0% with manual input fields.

Zoom	Drag the slider to select the zoom percentage or enter it manually (100 to 500%).
Left/Top	Use the sliders to drag the video to the desired location.

6 **Chroma-Key**

The Chroma-Key creates transparency using a color.

[+ Learn more...](#)



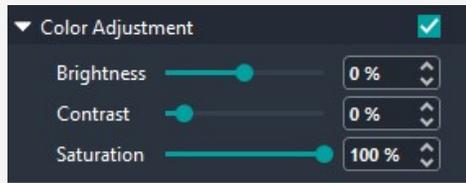
The screenshot shows the 'Chroma-Key' properties panel. It includes a 'Color' picker set to green, an 'Invert' button, and a 'Tolerance' slider set to 0% with a manual input field.

Color	Click to specify the color to be converted to transparency. Use the color picker to select a color on the screen Set Invert to hide everything except the color.
Tolerance	Use the slider to specify how far from the chroma key color is considered transparency.

7 **Color Adjustment**

This feature allows adjustment of brightness, contrast and saturation.

⊕ Learn more...

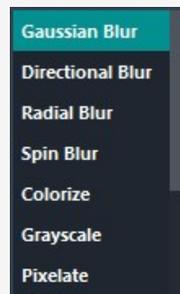
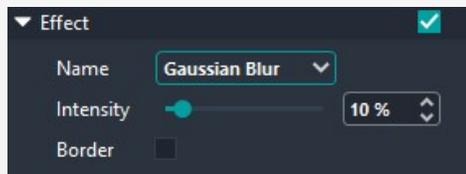


- Brightness Drag the slider to set the brightness or enter it manually (-100 to 100%).
- Contrast Use the slider to set the contrast or enter it manually (-25 to 200%).
- Saturation Use the slider to set the value or enter it manually (0 to 100%).

8 **Effect**

Add an effect to a video: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, Pixelate, Dissolve, Genie, Magnify, Swirl, Fisheye Lens.

⊕ Learn more...



Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Border** box to clamp the output to the size of the video.

9 **Border**

Add a border.

⊕ Learn more...

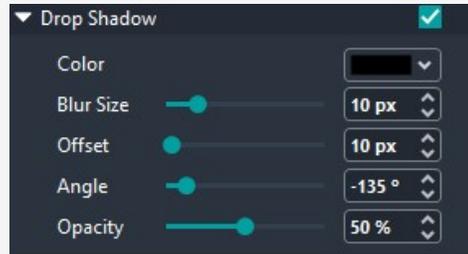
	<p><b>Brush</b></p> <p>Click to choose Solid Color   Linear Gradient   Radial Gradient from the popup menu.        For solid color, click the thumb and select a color from the menu. Right click on the thumb to set the opacity (0 to 100%).        For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.</p>
<p><b>Style</b></p> <p>Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot.        Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.</p>	
<p><b>Thickness</b></p> <p>The border width (in pixels: 1 to 20).</p>	
<p><b>Offset</b></p> <p>In pixels: -50 to 50.</p>	
<p><b>Blur Size</b></p> <p>The amount of blur to be applied to the border (in pixels: 0 to 20).</p>	
<p><b>Opacity</b></p> <p>Use the slider to set the opacity value or enter it manually (0 to 100%).        When set to zero, the border is invisible.</p>	

10

**Drop Shadow**

Create a shadow effect.

[+ Learn more...](#)



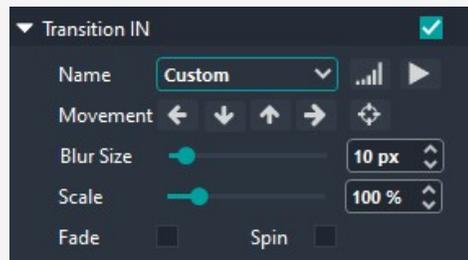
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50) .
- Offset** The distance between the video and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the video (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 11 Transition In

Transitions are applied to a video to create a smooth progression into.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

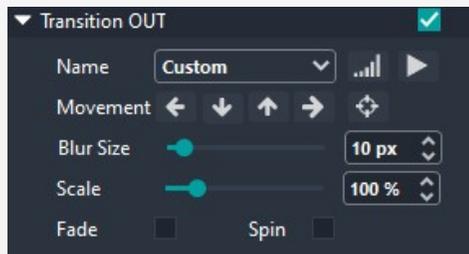
Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

## 12 Transition Out

Used to determine how a video exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Image](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

[Text-to-speech](#)

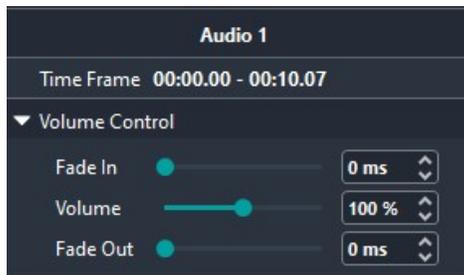
[Voice over narration](#)

Home > Configuring object properties > Audio

## Audio

This object enables you to import audio clips into your project.

Audio properties can be edited by clicking on the object in the Timeline. In the Object Inspector, you can set the volume.

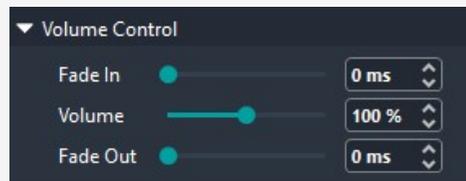


### 1 Name

The default name for a voice over is 'Audio X' ('Audio 1', 'Audio 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Volume Control

Learn more...



Use the slider to set the **volume** value or enter it manually (0 to 200%).

Enter **Fade In** and **Fade Out** values to specify the audio transitions (in ms: 0 to 2000).

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

[Text-to-speech](#)

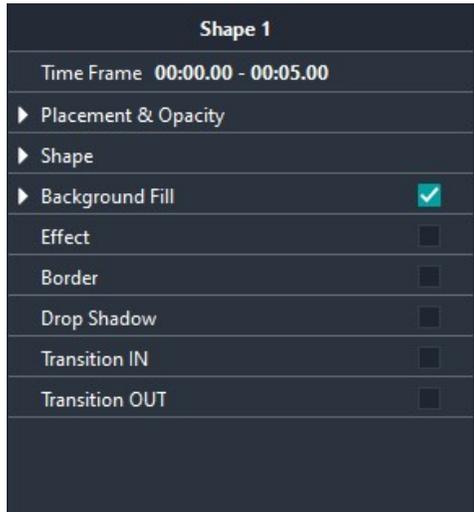
[Voice over narration](#)



Home > Configuring object properties > Shape

## Shape

Shape properties can be edited by clicking on the shape in the Timeline or on the Canvas. In the Object Inspector, you can rename the shape, edit its size, effect, border and so on.



1 **Name**  
The default name for a shape is 'Shape X' ('Shape 1', 'Shape 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

2 **Placement & Opacity**  
Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[+ Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

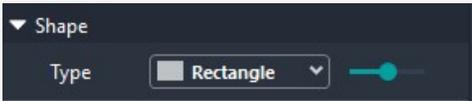
**Scale** Use the scale option to scale (10% to 200%) the object.

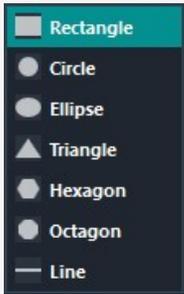
**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

### 3 Shape Type

The type property allows you to change the appearance of the shape: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon, Line.

⊕ Learn more...



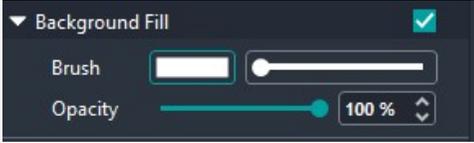


Adjust ( Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

### 4 Background Fill

Set the color of the shape.

⊕ Learn more...



The screenshot shows the 'Background Fill' panel with a 'Brush' color picker and a 'Opacity' slider set to 100%.

Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.  
 For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%).  
 For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

**Brush**

Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shape is invisible.

**Opacity**

5 **Effect**

Add an effect to shape: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, Pixelate, Dissolve, Genie, Swirl, Fisheye Lens.

+ Learn more...



The screenshot shows the 'Effect' panel with 'Gaussian Blur' selected in the 'Name' dropdown, an intensity slider at 10%, and the 'Border' checkbox unchecked.



The screenshot shows a dropdown menu with the following options: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, and Pixelate.

Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Border** box to clamp the output to the size of the shape.

6 **Border**

Add a border to shape.

+ Learn more...

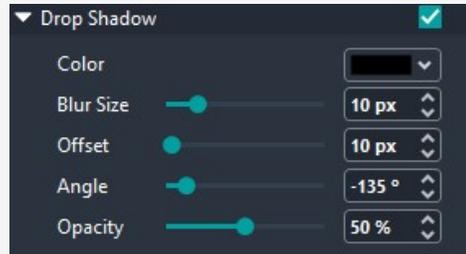
	<p><b>Brush</b></p> <p>Click to choose Solid Color   Linear Gradient   Radial Gradient from the popup menu.      For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%).      For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.</p>
<p><b>Style</b></p> <p>Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot.      Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.</p>	
<p><b>Thickness</b></p> <p>The border width (in pixels: 1 to 20).</p>	
<p><b>Offset</b></p> <p>In pixels: -50 to 50.</p>	
<p><b>Blur Size</b></p> <p>The amount of blur to be applied to the border (in pixels: 0 to 20).</p>	
<p><b>Opacity</b></p> <p>Use the slider to set the opacity value or enter it manually (0 to 100%).      When set to zero, the border is invisible.</p>	

7

**Drop Shadow**

Create a shadow effect.

[+ Learn more...](#)



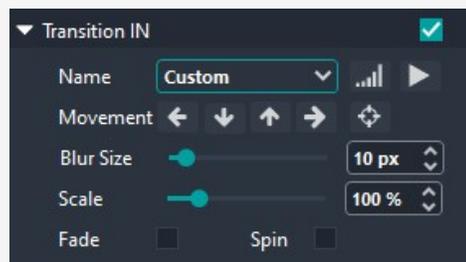
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50) .
- Offset** The distance between the shape and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the shape (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 8 Transition In

Transitions are applied to shape to create a smooth progression into the video.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

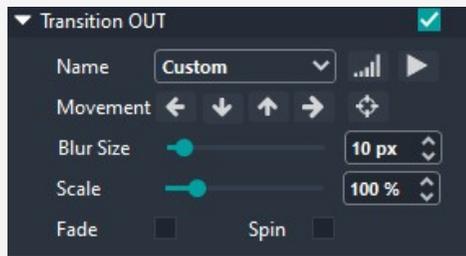
Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

## 9 Transition Out

Used to determine how a shape exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

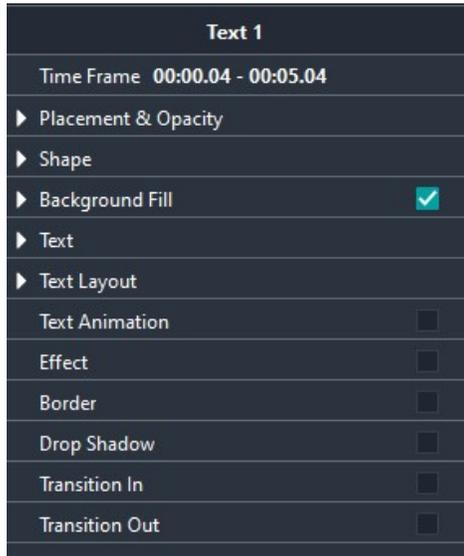
[Text-to-speech](#)

[Voice over narration](#)

Home > Configuring object properties > Text

## Text

Text properties can be edited by clicking on the text in the Timeline or on the Canvas. In the Object Inspector, you can rename the text, edit its size, effect, border and so on.



- 1 Name**

The default name for a text is 'Text X' ('Text 1', 'Text 2', and so onward), and this is visible in the name property of the object. You can change a text's name by deleting the default name and typing in another one.
- 2 Placement & Opacity**

Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[⊕ Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the Canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

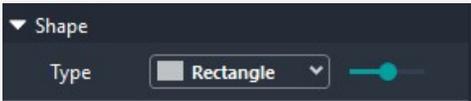
**Scale** Use the scale option to scale (10% to 200%) the object.

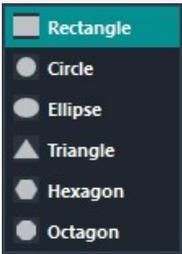
**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

### 3 Shape

The shape property allows you to change the appearance of the text background: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

[Learn more...](#)



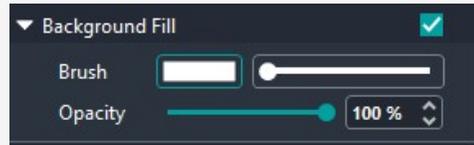


Adjust (Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

### 4 Background Fill

Set the color of the background.

[Learn more...](#)



Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.  
For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%).  
For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

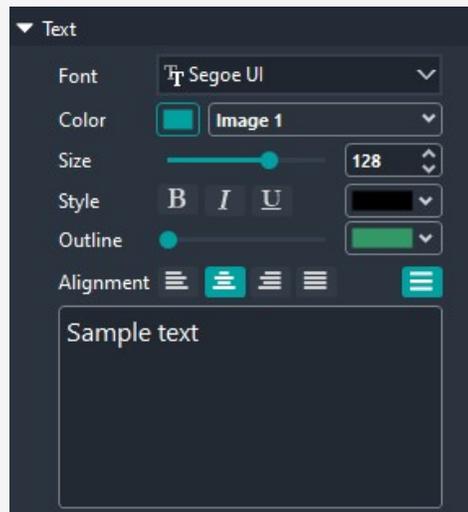
Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the background is invisible.

5

**Text**

Set the text.

[+ Learn more...](#)



**Font** Select to choose a font face from the list of fonts provided by your system.

**Color** Click to choose Solid Color | Linear Gradient | Radial Gradient | Bitmap from the popup menu. For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%). For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color. For bitmap, select an object (image/video) from the menu.

**Size** Use the slider to set the size of the text or enter it manually (14 to 192 pixels).

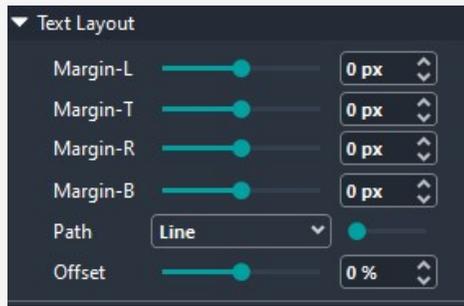
**Style** Click the color field to select the underline color from the popup menu.

**Outline** Use the slider to set the width of the outline. Click the color field to select the color of the outline from the popup menu.

**Alignment** Select alignment: Align Left | Align Center | Align Right | Align Justify. Click Word-wrap to allow long words to be able to break and wrap onto the next line.

## 6 **Text Layout** Set the text layout.

[+ Learn more...](#)



Margin-L Use the slider to set the left margin of the text or enter it manually (-200 to 200 pixels).

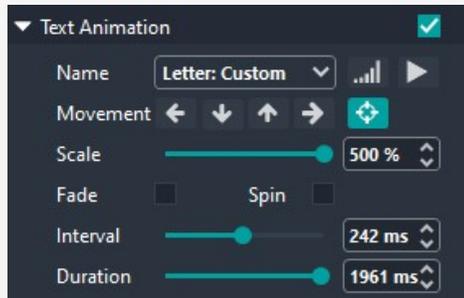
Path Line, Bezier curve, Circle, Ellipse, Spiral, Sinusoidal.

Offset Use the slider to set the offset or enter it manually (-100 to 100%).

7 **Text Animation**

Texts can have animations to create a smooth progression into the video. The following animations are included: Letter: Custom, Letter: Reveal, Letter: Slide, Line: Custom.

⊕ Learn more...



Click the **Preview** button to preview the animation on the Canvas.

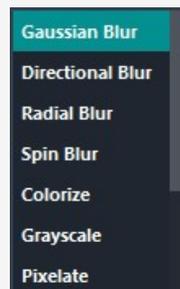
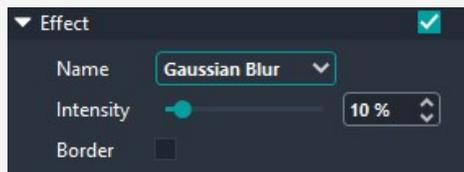
Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the animation properties (Movement, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

8 **Effect**

Add an effect: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, Pixelate, Dissolve, Genie, Magnify, Swirl, Fisheye Lens.

⊕ Learn more...



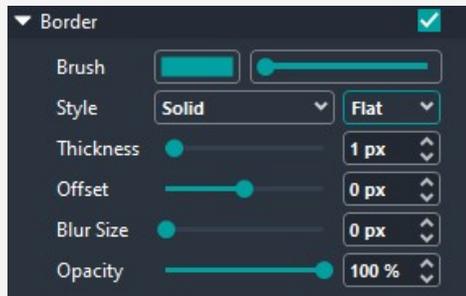
Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Border** box to clamp the output to the size of the shape.

9

**Border**

Add a border.

⊕ Learn more...



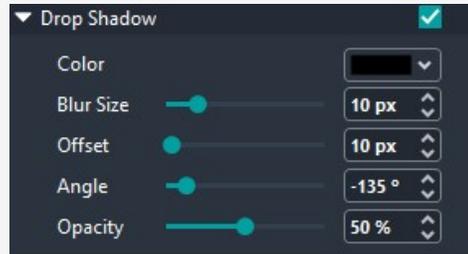
Brush	Click to choose Solid Color   Linear Gradient   Radial Gradient from the popup menu. For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%). For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.
Style	Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot. Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.
Thickness	The border width (in pixels: 1 to 20).
Offset	In pixels: -50 to 50.
Blur Size	The amount of blur to be applied to the border (in pixels: 0 to 20).
Opacity	Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the border is invisible.

10

**Drop Shadow**

Create a shadow effect.

⊕ Learn more...



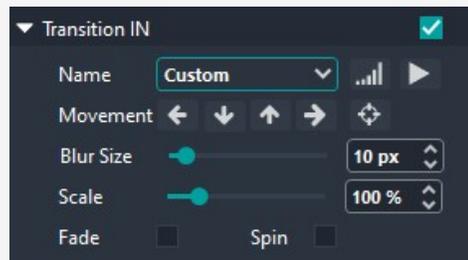
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50) .
- Offset** The distance between the object and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the text (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 11 Transition In

Transitions are applied to a text to create a smooth progression into.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

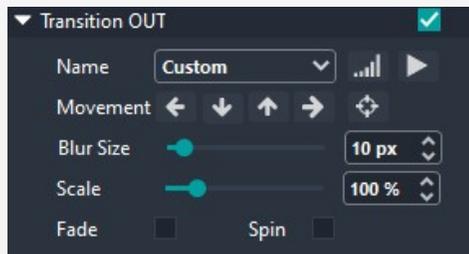
Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

## 12 Transition Out

Used to determine how a text exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

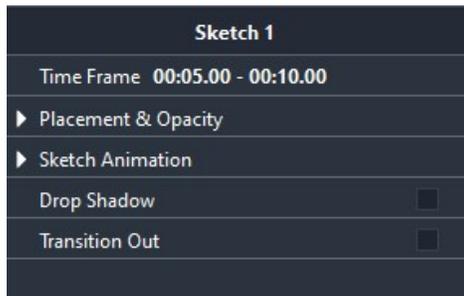
[Text-to-speech](#)

[Voice over narration](#)

Home > Configuring object properties > Sketch animation

## Sketch animation

Sketch properties can be edited by clicking on the sketch in the Timeline or on the Canvas. In the Object Inspector, you can rename the sketch, edit its size, animation, shadow and so on.



### 1 Name

The default name for a sketch is 'Sketch X' ('Sketch 1', 'Sketch 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Placement & Opacity

Adjust the size, rotational angle, scale, opacity or manually change the location of the object on the Canvas.

[+ Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

**Scale** Use the scale option to scale (10% to 200%) the object.

**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the object is transparent.

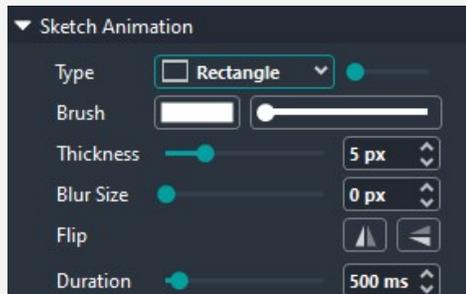
3

**Sketch Animation**

Set the animation of the sketch.

The following animations are included: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon, Line, Check.

⊕ Learn more...



Type

Click to set the animation.

Adjust ( Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

Brush

Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.

For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%).

For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

Thickness

Use the slider to set the thickness value or enter it manually (in pixels: 1 to 20).

Blur Size

The amount of blur to be applied to the sketch (in pixels: 0 to 20).

Flip

.

Duration

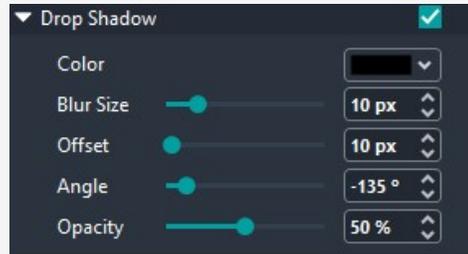
Use the slider to set the duration value or enter it manually (in ms: 100 to 5000).

4

**Drop Shadow**

Create a shadow effect.

⊕ Learn more...



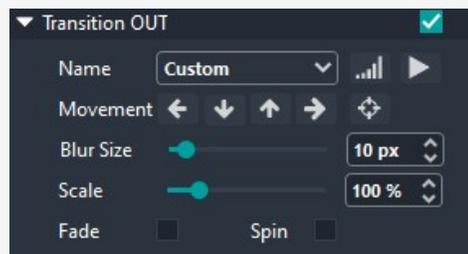
- Color** Click the color field to select the shadow color from the popup menu.
- Blur Size** The amount of blur to be applied to the shadow (in pixels: 0 to 50).
- Offset** The distance between the sketch and the shadow (in pixels: 0 to 300).
- Angle** The angle of the shadow relative to the sketch (in degrees: -180 to 180).
- Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%). When set to zero, the shadow is invisible.

## 5 Transition Out

Used to determine how a sketch exits.

The following transitions are included: Custom, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Wipe, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

⊕ Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Video effect](#)

[Zoom area](#)

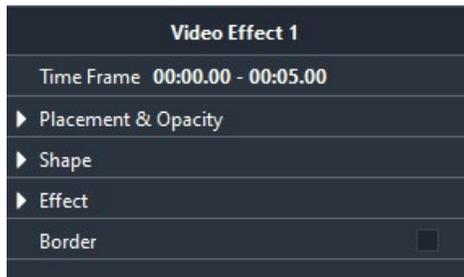
[Video transition](#)

Text-to-speech  
Voice over narration

Home > Configuring object properties > Video effect

## Video effect

Video Effect properties can be edited by clicking on the object in the Timeline or on the Canvas. In the Object Inspector, you can rename the object, edit its size, shape, effect and so on.



### 1 Name

The default name for a video effect is 'Video Effect X' ('Video Effect 1', 'Video Effect 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Placement & Opacity

Adjust the size, rotational angle, scale or manually change the location of the video effect on the Canvas.

[+ Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

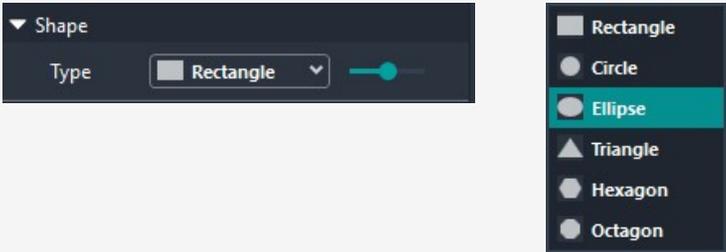
**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

**Scale** Use the scale option to scale (10% to 200%) the object.

### 3 Shape

The shape property allows you to change the appearance of the object: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

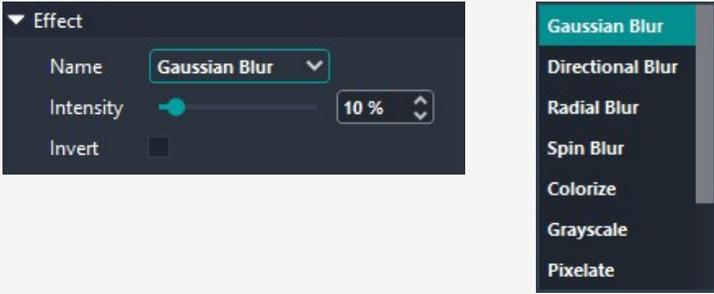
[+ Learn more...](#)



Adjust ( Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

- 4 **Effect**  
Set an effect: Gaussian Blur, Directional Blur, Radial Blur, Spin Blur, Colorize, Grayscale, Pixelate, Magnify, Swirl, Fisheye Lens.

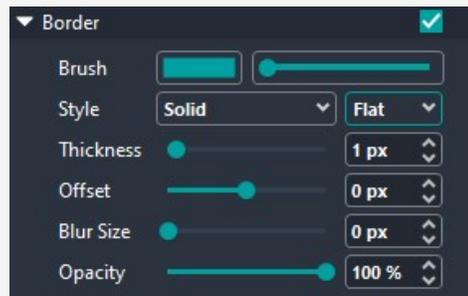
+ Learn more...



Use the slider to set the **intensity** value or enter it manually (0 to 100%). Check the **Invert** box to apply the effect outside of the object.

- 5 **Border**  
Add a border to the object.

+ Learn more...



**Brush**

Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.  
 For solid color, click the thumb and select a color from the menu. Right-click on the thumb to set the opacity (0 to 100%).  
 For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

**Style**

Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot.  
 Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.

**Thickness** The border width (in pixels: 1 to 20).

**Offset** In pixels: -50 to 50.

**Blur Size** The amount of blur to be applied to the border (in pixels: 0 to 20).

**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%).  
 When set to zero, the border is invisible.

#### See also

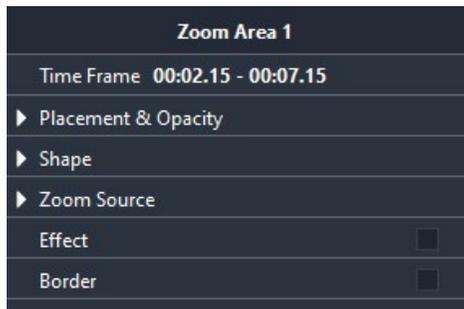
[Screen recording](#)  
[Image](#)  
[Video](#)  
[Audio](#)  
[Shape](#)  
[Text](#)  
[Sketch animation](#)  
[Zoom area](#)  
[Video transition](#)  
[Text-to-speech](#)  
[Voice over narration](#)



Home > Configuring object properties > Zoom area

## Zoom area

Zoom Area can be used to focus a viewer's attention by zooming in an important part of a video. Zoom Area properties can be edited by clicking on the object in the Timeline or on the Canvas. In the Object Inspector, you can rename the object, edit its size, shape, source and so on.



### 1 Name

The default name for a zoom area is 'Zoom Area X' ('Zoom Area 1', 'Zoom Area 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Placement & Opacity

Adjust the size, rotational angle, scale or manually change the location of the zoom area on the Canvas.

[Learn more...](#)



Click the **Reset** button to reset all values.

**Position** Enter X and Y coordinates to specify the location in pixels of your object on the canvas, based on the center of the object.

**Size** Enter Width and Height to specify the size in pixels of your object.

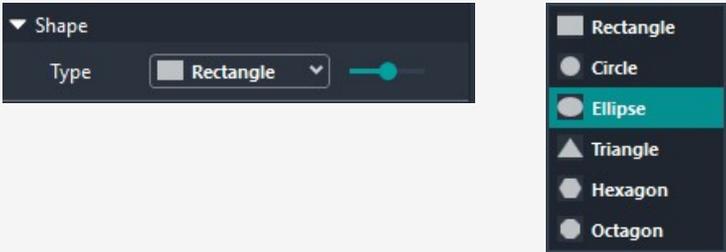
**Rotation** Use the rotation option to rotate (in degrees: -180 to 180) the object.

**Scale** Use the scale option to scale (10% to 200%) the object.

### 3 Shape

The shape property allows you to change the appearance of the object: Rectangle, Circle, Ellipse, Triangle, Hexagon, Octagon.

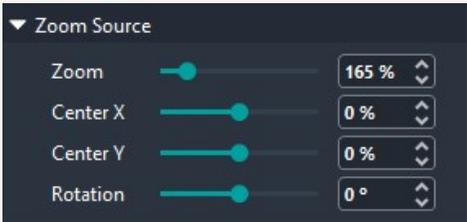
[Learn more...](#)



Adjust ( Rectangle/Triangle): Use the slider to adjust the roundness of the corners.

- 4 **Zoom Source**  
Select the area of the video that you want to magnify.

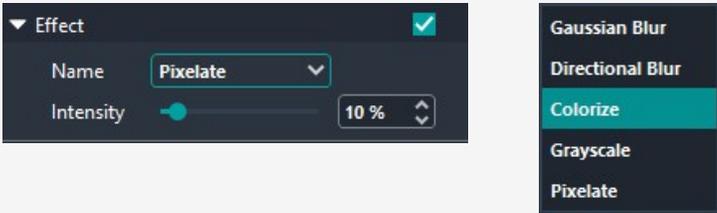
⊕ Learn more...



Zoom	Use the slider to set the zoom value or enter it manually (100% to 500%).
Center X	Enter Center X (-100% to 100%) based on the center of the video.
Center Y	Enter Center Y (-100% to 100%) based on the center of the video.
Rotation	Use the rotation option to rotate (in degrees: -180 to 180) the source.

- 5 **Effect**  
Set an effect: Gaussian Blur, Directional Blur, Colorize, Grayscale, Pixelate.

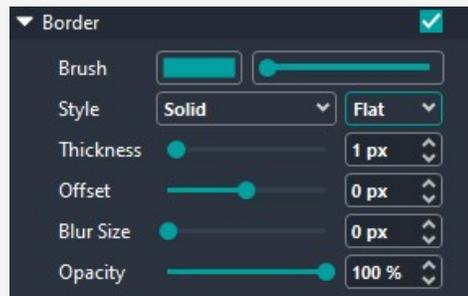
⊕ Learn more...



Use the slider to set the **intensity** value or enter it manually (0 to 100%).

- 6 **Border**  
Add a border to object.

⊕ Learn more...



**Brush** Click to choose Solid Color | Linear Gradient | Radial Gradient from the popup menu.  
For solid color, click the thumb and select a color from the menu. Right click on the thumb to set the opacity (0 to 100%).  
For gradient, click in the left thumb and select a color, then click in the right thumb and select the second color.

**Style** Describes the sequence of dashes and gaps: Solid, Dash, Dot, Dash Dot, Dash Dot Dot.  
Describes the shape at the end of a line or segment: Flat, Square, Round, Triangle.

**Thickness** The border width (in pixels: 1 to 20).

**Offset** In pixels: -50 to 50.

**Blur Size** The amount of blur to be applied to the border (in pixels: 0 to 20).

**Opacity** Use the slider to set the opacity value or enter it manually (0 to 100%).  
When set to zero, the border is invisible.

#### See also

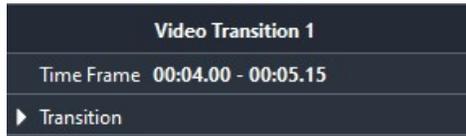
[Screen recording](#)  
[Image](#)  
[Video](#)  
[Audio](#)  
[Shape](#)  
[Text](#)  
[Sketch animation](#)  
[Video effect](#)  
[Video transition](#)  
[Text-to-speech](#)  
[Voice over narration](#)



Home > Configuring object properties > Video transition

## Video transition

Video Transition properties can be edited by clicking on the object in the Timeline. In the Object Inspector, you can set the transition.



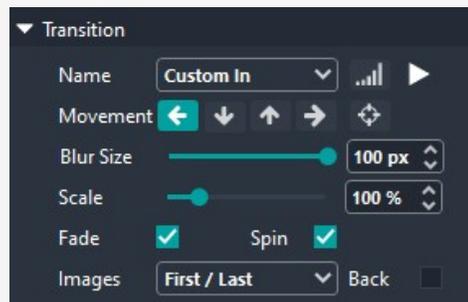
### 1 Name

The default name for a video transition is 'Video Transition X' ('Video Transition 1', 'Video Transition 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Transition

The following transitions are included: Custom In, Custom Out, Circle Open, Circle Close, Rectangle Open, Rectangle Close, Reveal, Slide, Radial Blur, Spin Blur, Pixelate, Dissolve, Genie, Swirl, Magnify, Fisheye Lens.

Learn more...



Click the **Preview** button to preview the transition on the Canvas.

Click the **Easing Function** button to specify the rate of change of a parameter over time.

Configure the transition properties (Movement, Blur Size, Scale, Fade, Spin, etc.) using the controls displayed on the bottom of the panel.

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Text-to-speech](#)

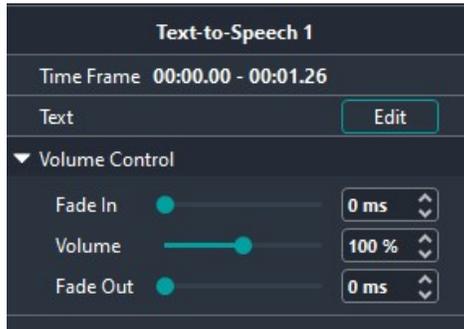
[Voice over narration](#)



Home > Configuring object properties > Text-to-speech

## Text-to-speech

Text-to-speech properties can be edited by clicking on the object in the Timeline. In the Object Inspector, you can rename the object, edit its text.

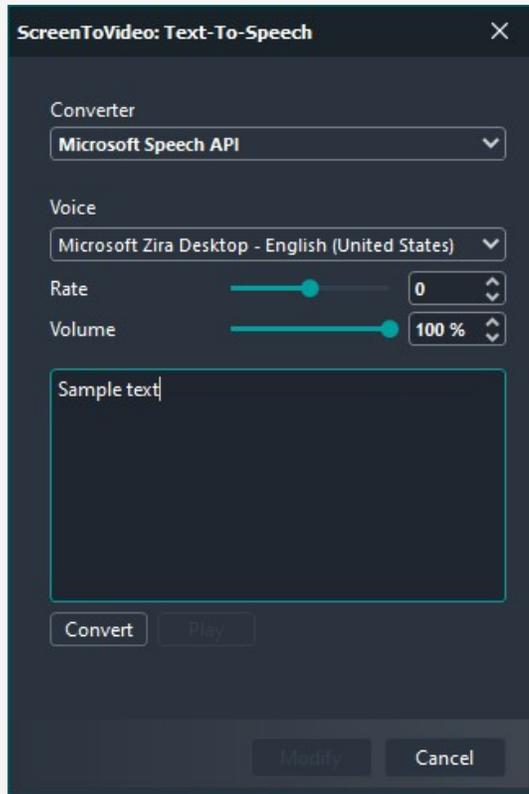


- 1 Name**

The default name is 'Text-to-Speech X' ('Text-to-Speech 1', 'Text-to-Speech 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

- 2 Text - Microsoft Speech API**

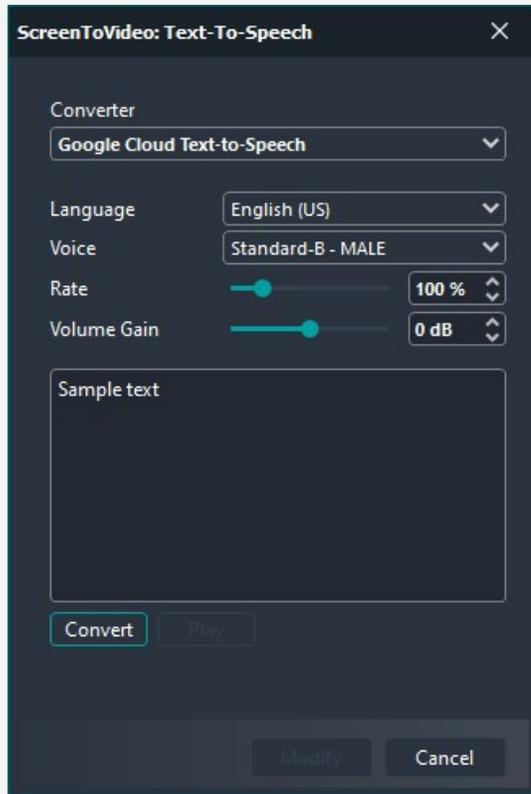
[+ Learn more...](#)



Use the slider to set the **rate** value or enter it manually (-10 to 10).  
Use the slider to set the **volume** value or enter it manually (0 to 100%).  
Click **Convert** to convert the text.

3 **Text - Google Cloud Text-To-Speech**

[Learn more...](#)



Use the slider to set the **rate** value or enter it manually.  
 Use the slider to set the **volume gain** value or enter it manually.  
 Click **Convert** to convert the text.

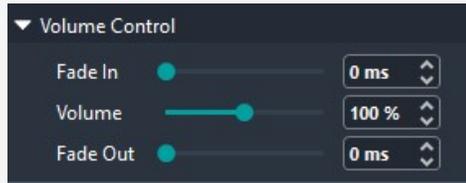


- 1 In the create
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- 6 The A key.
- 7 The n keys.



4 **Volume Control**

Learn more...



Use the slider to set the **volume** value or enter it manually (0 to 200%).

Enter **Fade In** and **Fade Out** values to specify the audio transitions (in ms: 0 to 2000).

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

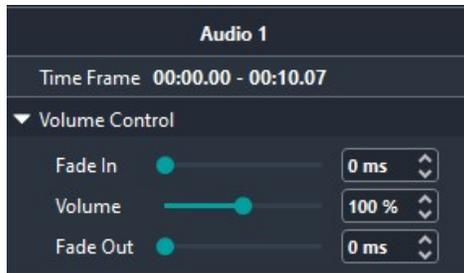
[Voice over narration](#)

Home > Configuring object properties > Voice over narration

## Voice over narration

This object enables you to add a voiceover on top of an existing recording. The audio clip created appears on the Timeline when the voice narration ends.

Voice over properties can be edited by clicking on the object in the Timeline. In the Object Inspector, you can set the volume.

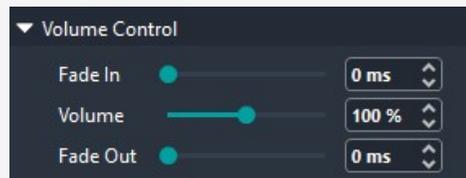


### 1 Name

The default name for a voice over is 'Audio X' ('Audio 1', 'Audio 2', and so onward), and this is visible in the name property of the object. You can change the name by deleting the default name and typing in another one.

### 2 Volume Control

Learn more...



Use the slider to set the **volume** value or enter it manually (0 to 200%).

Enter **Fade In** and **Fade Out** values to specify the audio transitions (in ms: 0 to 2000).

See also

[Screen recording](#)

[Image](#)

[Video](#)

[Audio](#)

[Shape](#)

[Text](#)

[Sketch animation](#)

[Video effect](#)

[Zoom area](#)

[Video transition](#)

[Text-to-speech](#)



Home > Exporting your project

## Exporting your project

The final task is to convert your project to a standard video format for distribution. ScreenToVideo allows you to export your project in the following file formats:

- [MP4 - H.264 encoder](#): encodes video in H.264 format with AAC audio
- [MP4 - H.265 encoder](#): encodes video in HEVC format with AAC audio
- [WMV - Windows Media Video](#)
- [GIF - animated GIF](#)



Use **Export** > [Export Frame](#) to export a screenshot from the position of the timeline playhead.

See also

[Overview](#)

[Getting Started](#)

[Creating a new project](#)

[Recording media](#)

[Editing a project](#)

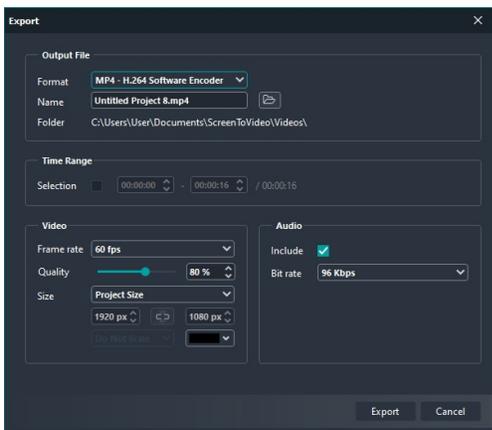
[Configuring object properties](#)

Home > Exporting your project > Exporting your video

## Exporting your video

Use **Export > Export Project** to produce a video file. ScreenToVideo allows you to export your project in the following file formats:

- MP4 - H.264 encoder: encodes video in H.264 format with AAC audio
- MP4 - H.265 encoder: encodes video in HEVC format with AAC audio
- WMV - Windows Media Video
- GIF - animated GIF



### 1 Output File

Set the output file format.

+ Learn more...

Click the dropdown to select:  
 MP4 - H.264 Software/Hardware  
 WMV - Windows Media Video  
 MP4 - H.265 Software/Hardware  
 GIF - Animated GIF

**Format**

**Name** Enter the name of your video. The automatically based on your choi

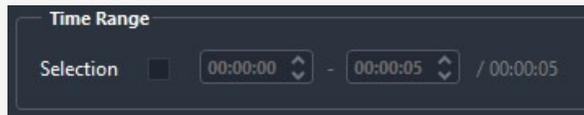
**Folder icon** Navigate and select the location c

Please be advised

### 2 Time Range

Set a selection of the Timeline.

⊕ Learn more...



Check **Selection** to export a selection of the timeline.  
Enter **Time Start** and **Time End** values to specify the selection.

### 3 Video

Configure your video export options.

⊕ Learn more...



**Frame rate** Available frame rates: 1, 5, 10, 20, 24, 25, 30, 48, 50, 60 frames per second.

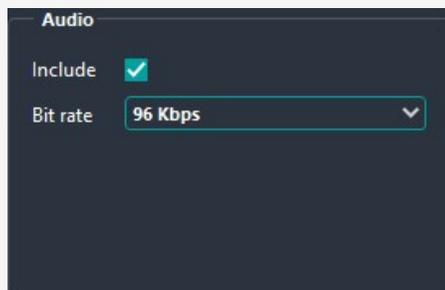
**Quality** Use the slider to set the quality value or enter it manually (50 to 100%).

**Size** Click the drop-down box and choose a preset size or select the **Custom Size** menu item to enter custom dimensions. Click on the **Project Size** menu item to export the video to the project size.

### 4 Audio

Configure your audio export options.

⊕ Learn more...



Check **Include** to export audio.  
Click the dropdown **Bit rate** to specify the audio bit rate (in Kbps: 96, 128, 160, 192).

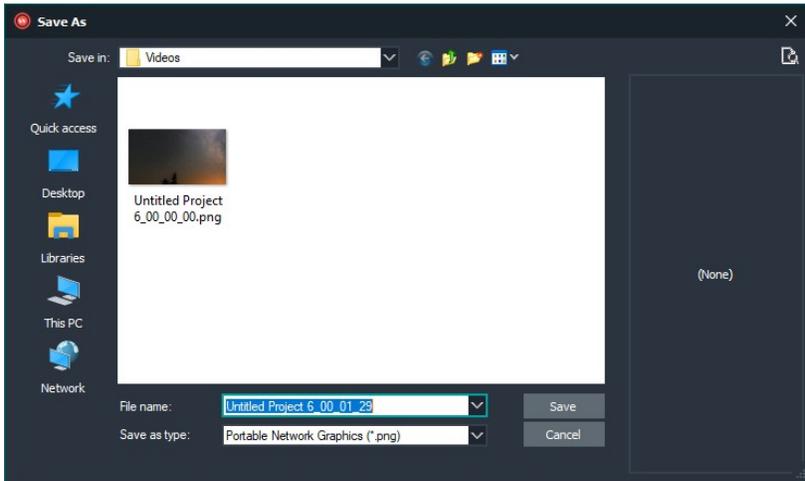
See also

## Exporting a frame

Home > Exporting your project > Exporting a frame

## Exporting a frame

To export a screenshot from the position of the timeline playhead, select **Export > Export Frame**.



ScreenToVideo allows you to export a frame in the following file formats:

- Bitmap (.bmp)
- Portable Network Graphics (.png)
- GIF Image (.gif)
- JPEG Image (.jpg)
- TIFF Image (.tif)